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Citation: Reinmoeller, P. and Giudici, A. Sense Worldwide: Transforming the rules of innovation. UK: Cranfield School of Management.

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SENSE WORLDWIDE: TRANSFORMING THE RULES OF INNOVATION (PART A)

Idea foundation

“You have to innovate with the customer, involve the customer early in the innovation process and keep them involved, co-creating and co-designing with you throughout”.

A.G. Lafley, former P&G CEO¹

“Have you ordered the fish and chips?” asked Jeremy Brown as he was climbing the 76 steps to the Sense Loft, a light and airy meeting space on the fourth floor of the building. Behind him, a colourful group of interdisciplinary employees of the UK agency Sense Worldwide was debating what some well-known bloggers had just posted online. It was late August 2011 in Soho, the centre of London’s cluster of creative agencies, and the Sense Worldwide team enjoyed gathering in the loft with a huge number of post-its for one of their characteristic co-creation (‘collaborative creation’) workshops (see **Exhibit 1**).

Sense Worldwide had been developing its co-creation approach since the end of the ‘90s. “*Why don’t we convene a bunch of creative thinkers and doers from around the world, get them to tell us what’s going on out there and collaborate to develop new things?*” Brown often recalls when describing the founding idea. In 1998, Sense Worldwide started developing a community of independent creative people, willing to work on a per-project basis. Named The Sense Network, by 2011 it had grown steadily to include over 3,000 members across 55 Countries and 35 languages involved in a variety of activities such as new product development, grassroots competitor intelligence, micro-trends monitoring and expert interviews.

Economic Landscape

The idea of Sense Worldwide developed in an environment that was being shaken by major transformations². The UK economy was enjoying a decade of sustained growth (see

This case series was made possible through the generous cooperation of Sense Worldwide. The authors prepared this case as the basis for class discussion rather than to illustrate either effective or ineffective handling of an administrative situation. Cases are not intended to serve as endorsements or sources of primary data.

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¹ Donlon, J.P. (2008). P&G's A.G. Lafley talks about making real innovation happen. www.chiefexecutive.net. See also: Lafley, A. G. and Charam, R (2008). The Game-Changer: How you can drive revenue and profit growth with innovation. New York: Crown Business.

Exhibit 2) and creative industries were becoming increasingly important³ (see **Exhibit 3**). Marketing agencies were on the rise⁴ with research and advertising agencies being the most popular type. Since 1994, for instance, the UK Market Research industry had grown by 67.0% and was worth £810m in 1998 while the total spending on advertising increased by 24.5% up to £14bn (see **Exhibit 4**). This trend was expected to continue steadily in the following years (see **Exhibit 5**). Many small size agencies (see **Exhibit 6**) were competing on the basis of a mix of creativity and value for money (see **Exhibit 7**). However, the industry was also undergoing a process of consolidation and increasing pressure from a number of global groups. In addition, the Internet was becoming pervasive as a way to reduce the costs of data gathering despite widespread concerns about the representativeness of online samples.

Market Research Agencies

Agencies focusing on market research tended to conduct two types of activities. Primary research included a variety of data collection methods such as interviews, questionnaires, direct observation and more ethnographic approaches aimed to investigate cultural phenomena. Secondary research involved the analysis of data from third-party sources such as literature reviews, archival and company material and public databases. Despite of the popularity of quantitative research, at the end of the '90s other more qualitative approaches were well established (see **Exhibit 8 and 9**). Client retention was increasingly supported by the format and design of the final deliverables, both elements often overlooked in favour of analytical robustness. Leading groups active in the UK were, among others, AC Nielsen, The Kantar Group, GFK and IPSOS.

Advertising and Creative Agencies

Advertising agencies were generally responsible for three types of activities: creating and placing new advertising campaigns and conducting other complementary marketing activities. A tendency in the '90s had been the rise of a population of small agencies focusing on a single activity. Creative agencies worked as independent creative boutiques and were not responsible for the production of finished artwork or commercials. Media and integrated marketing agencies were instead mainly small businesses operating at low margins and often independent subsidiaries of largest groups. It was not unusual for independent agencies to heavily invest on and pitch for specific projects *vis-a-vis* more established competitors to gain awards and popular recognition (see **Exhibit 10**).

² This section draws especially on Keynote, *Market Research Agencies: 1999 Market Report*, 2000 and Market Assessment International, *Advertising Agencies*, 2000.

³ Florida, R. (2002), *The Rise of the Creative Class. And How It's Transforming Work, Leisure and Everyday Life*, Basic Books

⁴ Burns, A. C. and R. F. Bush (2003). *Marketing Research: Online Research Applications*, 4th ed. Prentice Hall.

The Full Service Groups

In 1998, the top ten groups were offering a full range of activities and controlled 46% of the world's expenditure in creative services (see **Exhibit 11 and 12**). In this way they were targeting global clients while at the same time trying to maintain creative independence. However, given the amount of confidential information they had about their clients, it was unusual for any full service agency to work with more than one client in any market sector at the same time.

Major Clients and Suppliers of Marketing Agencies

In 1997-1998, companies in the consumer goods market were the key buyers of market research and the most important in terms of advertising expenditures (see **Exhibit 13**). Among the top ten advertising companies leading investors were also telecommunication companies and car manufacturers with an important role played by the public sector as well (see **Exhibit 14**).

UK advertising channels were highly concentrated with multi-national media groups owning the majority of newspapers and publishers. In television and radio communications, both terrestrial, satellite and cable, an important role was played by the BBC (British Broadcasting Corporation), the public service broadcaster. However, in terrestrial television the largest stations were owned by just three groups, i.e. the BBC, ITV and Channel 3, in cable television, by four players reduced to two by 1999, i.e. Telewest and NTL whilst in satellite broadcasting one single direct company, BSkyB, supplied half of the four million satellite service-using homes. Finally, the newspapers market presented a very similar level of concentration with groups such as News Corporation, United News, the Telegraph Trust and Independent News & Media (see **Exhibit 15**).

Early History of Sense Worldwide

"People will always pay for ideas". It was this insight that grew in Jeremy Brown's mind at the beginning of the '90s into what then became Sense Worldwide. After an experience as organizational development consultant in British Telecom, in 1994 he moved to JWT, one of the biggest advertising agencies in the world (see **Exhibit 12**) where he realized that selling ideas was not as easy as expected. It was critical to make people understand how they were created.

In 1998, Brown started incubating Sense Worldwide for about two years in a small office above a London nightclub in Charing Cross. He partnered with two sociologists and an intellectual property lawyer and benefited from the external support of Raj Panjwani who later became Sense Worldwide's Communication and Design Director. Together, they targeted clients willing to pay the same fee for in-depth research based on communities of cultural experts. It was in 2000 when Procter and Gamble (P&G) picked up on the idea and asked Sense Worldwide to develop their seminal open management module, *Working With*

Culture. The following year IDEO, the large US design firm, approached Sense Worldwide for its ability in drawing inspiration from many sources starting a mutually beneficial collaboration. For example, working with Eli Lilly on a drug called *Cialis*, a competitor of *Viagra*, Sense Worldwide helped IDEO to understand men's lifestyles by conducting an in-depth exploration of attitudes, behaviours, influences and motivation of a large number of men aged 40 to 50. These early successes with P&G and IDEO rapidly helped Sense Worldwide access other customers like Interbrew, IBM, Unilever, HP and the BBC.

The Sense Network

The Sense Network began to develop through the personal networks of the people involved at the time. At semi-organised gatherings in someone's living room or pub first friends then also peers discussed a range of business issues in this "neutral space between work and leisure" explains Panjwani. Another entrepreneurial initiative called Museum, established by Brown and Panjwani in 1997, also fed this early Sense Network. Museum was managed as a hybrid between a design consultancy and a recruitment agency for designers and illustrators on a per-project basis. "Museum was a sort of precursor of The Sense Network" – Panjwani remembers – "We were in touch with a lot of different creatives and designers, and many of the people involved in Museum became involved in The Sense Network later on... after a while we stopped doing Museum because Sense Worldwide took up all of our time".

The Sense Network started in 2000 with a series of regular monthly dinners with people met through Museum at The Running Horse, a renowned gastro pub in Mayfair. "Sun Microsystems had a tagline: 'the network is the computer'" – Brown recalls of the period when he was working as a consultant – "But I realized that it was not, it is the people who sit at the computers who are the brains. 'Virtual networks' is all well and good... and very hyped. You have to bring people physically together to make it work". The participants were selected on the basis of their innovative attitude and experimental nature. It was not unusual to see an architect, a journalist, a student and an engineer sitting together and enjoying an open and quirky atmosphere⁵. Nicknamed Sense Suppers⁶, these social events fostered the diffusion by word of mouth of The Sense Network supporting its evolution into "an outsourced, not-on-the-payroll, essentially freelance network of experts on hundreds of different topics that [Sense Worldwide] can bring in to solve business problems"⁷. For example, one of the first projects that leveraged The Sense Network was aimed to help the National Theatre improve its audience experience. In 2002, following a review of existing audience research, Sense Worldwide invited all the members of The Sense Network to attend a performance to get a good grasp of consumer attitudes to culture and the National Theatre itself. Complemented by observational research during the day, the research produced a final

⁵ ES Magazine, 2002.

⁶ ES Magazine, 2002.

⁷ Ibidem.

document covering operational and strategic issues to the brand that was debriefed at board level to inspire the future development of the National Theatre.

Over time, the numbers of the members of The Sense Network, named ‘Sensors’, grew substantially. Among these, a specially recruited group of ‘Field Sensors’ started to be more involved as sort of local community managers to facilitate Sense Worldwide in carrying out recruitment and translation, organizing the logistics of projects around the globe and reporting on culture. In the same period, to keep participants engaged, Sense Worldwide organized an art exhibition in Amsterdam called A4Art⁸ where the artists were given a brief and required to submit an artwork rigorously in A4 format (see **Exhibit 16**). It was an organic yet slow way of building a stronger community and was subsequently held in Buenos Aires, London and Chongqing, China.

Co-creating with the network

“The Sense Network emerged in the late 1990’s long before developments that would come to be known as Web 2.0”.

Richard Donkin, FT Columnist, “The future of work”, 2010

In 2004, Sense Worldwide moved to much better premises in Soho and entered a flourishing period of creativity. Building upon the experience in working with early clients such as the BBC, P&G and Unilever, Jeremy Brown and colleagues had been refining their co-creation approach around the principle ‘Asking the right questions, to the right people, in the right way’⁹.

Supported by a renewed online platform and by a new series of initiatives, The Sense Network also started enjoying a steady pace of growth (see **Exhibit 17**). For instance, other initiatives had been noWax¹⁰ started in 2003, “I Love My Chair”¹¹ in 2007, and “Sense Summer Art Fair” in 2009 (see **Exhibit 18**). noWax, a series of music events organized in Shoreditch, London, allowed people to come together and share music via their own mp3 players. With the support of promotional material made available online by Sense Worldwide’s designers, noWax rapidly went global with over 2,500 newsletter subscribers and self-organized replicas in Manchester, Hong Kong, Vienna, Los Angeles and Tokyo. “I Love My Chair” was instead an initiative conceived to celebrate the chair as a used object¹².

⁸ <http://www.a4art.net/>

⁹ Keegan, S. and Brown, J. (2009). Is co-creation over-hyped? <http://www.research-live.com>

¹⁰ <http://www.nowax.co.uk>

¹¹ <http://www.senseworldwide.com/ilovemy/previous.php?winner=yes&ref=3>

¹² http://www.businessweek.com/innovate/next/archives/2007/05/i_heart_my_chair.html

Members of The Sense Network ('Sensors') were invited to submit an image of their favourite chair along with some answers to a set of fixed questions. The best submissions were later collected in a self-published book. Finally, the "Sense Summer Art Fair"¹³ was a private exhibition event organized in the Sense Loft where Sensors could expose their own work. As Ben, a Sensor DJ from Johannesburg, remembers: "Sense Summer Art Fair was the first time I exhibited any of my art internationally and was a really fantastic experience as in all the other Sense adventures I have been a part of"¹⁴.

Sense Worldwide's Co-creation Approach

Asking the Right Questions

'Asking the right questions' involves three core activities: a *Research Amnesty*TM, a *Scoping Session*, and an engagement with The Sense Network (see **Exhibit 19**). It also includes *deep-dive* interviewing, a popular technique in the market research sector for conducting in-depth interviews. An example of Sense Worldwide's co-creation approach is the work done for MTV Network. In 2005 MTV Network asked Sense Worldwide to unveil the lifestyle trends of young people in the UK, a segment later became known as the "MTV Generation"¹⁵. A team of five researchers began by conducting a *Research Amnesty*TM on over thirty internal documents, including youth segmentation, market reports and similar analyses. In the following *Scoping Session*, the team explored external sources and a wide range of media. Next, a detailed questionnaire on modern lifestyles was sent to hundreds of Sensors and several half-day *deep-dive* interviews were conducted with all sorts of people. Finally, creative experts were consulted for insights in particular areas of study.

Asking the Right People

In Sense Worldwide's view, 'asking the right people' is not only about experts and consumers but must include the alignment of internal business stakeholders to balance a diversity of viewpoints and to speed up the decision making process. In 2006, for example, Sense Worldwide helped Johnson & Johnson (J&J) develop the next generation of *Nicorette* stopping smoking products by running in-depth *Co-Creation Workshops*. During these workshops every single aspect of the business across seven markets was reviewed in intensive collaborative sessions where managers from client organizations, consumers and experts from The Sense Network worked side by side in the development of new ideas. The client's lawyer also attended the workshops and supported the effort by rapidly assessing new ideas. "The lawyer was brilliant!" – Brown remembers – "We were coming up with ideas and he was saying 'actually, there is a piece of work that was done three years ago that we can

¹³ <http://sensesummerartfair.tumblr.com>

¹⁴ Sense Worldwide interview material.

¹⁵ MTV Network Europe, (2005). The MTV Generation: A synthesis, lifestyle report and cultural analysis of young people in the UK.

use as a precedent so to fast track this'. It was a remarkable example of what co-creating with your internal customer means!"

'The right people' also means looking for extreme creative types, i.e. people traditional research agencies generally filter out including professional marketers. For example, talking about Sense Worldwide's involvement in the transformation of Regence Blue Cross Blue Shield, a leading US health care provider, Brian Miller, Sense Worldwide Director of Strategy, recounts: "In the US there is a lot of variance in what people think. We did *deep dive* interviews in a variety of cities including Seattle, Chicago and Salt Lake City. We tried to pick people who were quite extreme in their needs such as somebody who was a prescription drug addict and somebody who was scamming the system. There were also people who did medical tourism in Singapore because it is far cheaper." Senior Regence managers attended the interviews under-cover and realized in real time the impact of their business on people's life. "They became evangelists for the new ideas we developed and convinced others to repeat the same experience", Miller says.

Asking in the Right Way: FYI and CNCT

Once the right people are selected and the right questions have been defined, they then need to be 'asked in the right way'. For this Sense Worldwide use a set of community tools they have created leveraging The Sense Network (see **Exhibit 20**). For example, in 2006 Sense Worldwide developed FYI (For Your Inspiration), a dynamic intelligence platform for sharing fresh insights and business-critical information within and across organizations. At a simple level FYI is a database that allows people on the client side to link new documents and insights to the existent knowledge base. More importantly, it also enables Sense Worldwide's researchers and Sensors to tag pieces of information so as to generate a constantly evolving source of inspiration and new perspectives.

Building upon the experience with The Sense Network, Sense Worldwide also developed CNCT, i.e. Community Network Conversation Tools. CNCT is a collaborative platform through which Sense Worldwide fosters co-creation between clients and Sensors. By giving the participants the possibility to blog and share video or audio files, CNCT helps Sense Worldwide engage them in communal activities such as providing targeted feedback on products or services as well as brainstorming and discussing new ideas. The goal is to support organizations in monitoring shifting consumer attitudes and in quickly responding with rapid prototyping and concept-testing without the lead time of conventional techniques.

For instance, the CNCT platform was used by Nike to renew its sportswear products during 'Project Icon'. "We've been through a lot of other methodologies, we've done the focus groups" – Jason Fulton, Nike EMEA Consumer Cultures Manager, points out – "But once you actually start to spend time working with the consumer over a period of time [...] then you really start to get a crackling of energy and somewhere new that the brand can go". Through The Sense Network, many cultural experts including magazine editors, bloggers and photographers were recruited in ten countries and were involved in *Co-Creation Workshops* to disentangle the iconic essence and principles of Nike products. Liz, a Sensor from Berlin,

remembers: “Sense Worldwide had sourced people from all over the world to take part which made for a really varied, interesting and weird (in a good way) mix! I still remember some of the outlandish and crazy ideas that some groups came up with and even if some of the ideas were far-fetched, I loved how creative the people there were! It was inspiring!”¹⁶ During ‘Project Icon’ Sense Worldwide developed more than 100 product concepts that Nike then converted into new product directions and market activation¹⁷. Following this success, in 2010 Nike and Sense Worldwide started a new ongoing project on CNCT, ‘The SQUAD’, where teams of promising teen footballers from 15 global cities are involved in continuous monitoring of football-related trends.

*Co-creation for The Discovery Species Project*¹⁸

In 2007-2008 Sense Worldwide conducted for Discovery Channel the Species Project, a comprehensive exploration of the changing lifestyles of men aged 25-39. The research, conducted across 15 countries, started with a *Research Amnesty*TM which involved the analysis of previous Discovery projects and sourced material. Sense Worldwide then did nearly 100 interviews with experts such as economists, marketers, journalists and professors of gender studies, psychology and sociology and with 45 target consumers. Further research was conducted online with another 12,000 men to build a segmentation model that was then validated by conducting other 54 interviews.

Next, Discovery Channel required Sense Worldwide to use its FYI platform as a solution to keep the Species Project updated and running over time. With the financial support of NESTA¹⁹, Sense Worldwide and Discovery set up the CKPP (Collaborative Knowledge Partner Programme)²⁰, an initiative which involved several leading companies with the aim “to deliver invaluable learnings around how consumer brands can cost-effectively work together on insight-driven collaborations”²¹. In the first quarter of 2010, teams of 2-3 representatives from brands including Microsoft, P&G, Diageo and Samsung attended a series of *Co-Creation Workshops* at Discovery’s London headquarter and collaborated to identify potential synergies and opportunities. Between each workshop, the teams interacted using the *FYI* platform led by Sense Worldwide researchers. “Creativity and actionable insights underpinned every part of this study from the methodology right through to final output”, Clare O Connor, Discovery EMEA Director of Insights and Innovation, recalls. In the following months Sense Worldwide, Discovery and NESTA maintained an ongoing support of the brand teams to keep the collaboration successful.

¹⁶ Sense Worldwide interview material.

¹⁷ “Market Research Agency of the Year: Sense Worldwide”. Marketing Magazine, Dec 2009.

¹⁸ www.discoveryspecies.com

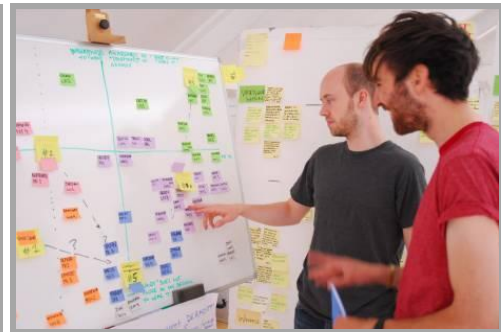
¹⁹ UK National Endowment for Science, Technology and the Arts (www.nesta.org.uk).

²⁰ Bolger, B. and O’Conner, C. (2010). Socialising Insight to Drive Corporate Collaboration: What happens when brands start co-creating among themselves as well as with consumers. Proceedings of the Annual Market Research Society Conference.

²¹ “Initiative brings brands together online to collaborate on product innovations”, Marketing Magazine, 22 October 2009.

Exhibit 1

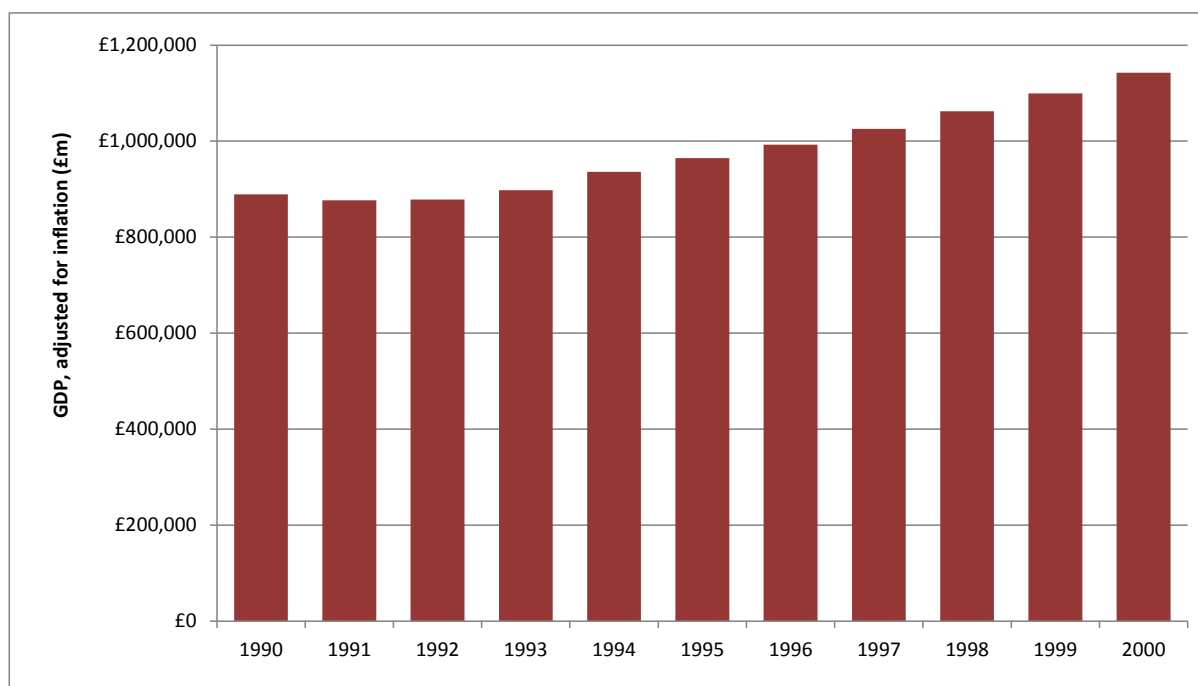
Visuals of a Typical Co-Creation Workshop in the Sense Loft



Source: Sense Worldwide

Exhibit 2

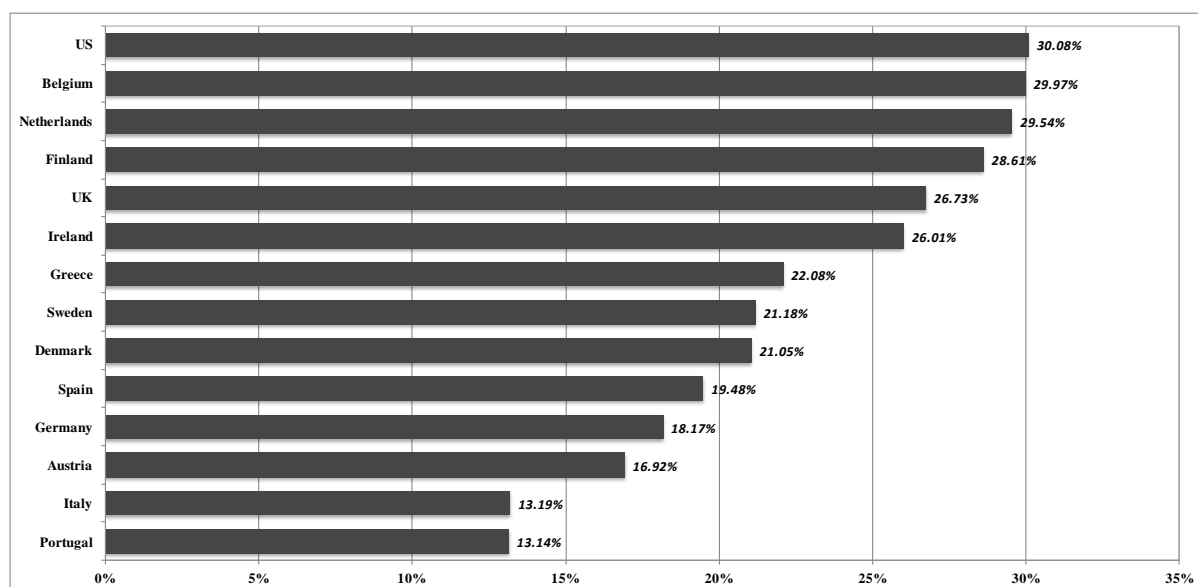
UK GDP Growth 1990-2000



Source: UK Office for National Statistics

Exhibit 3

Creative Workers as Percent of Total Employment



Source: R. Florida and I. Tinagli, *Europe in the Creative Age*, 2004.

Exhibit 4

The UK Market Research and Advertising Market 1994-1998

		1994	1995	1996	1997	1998
Market Research	£m	485	597	669	745	810
	<i>% change year-on-year</i>	-	23.1%	12.1%	11.4%	8.7%
Spending on all Advertising	£bn	10.14	10.99	12.04	13.29	14.31
	<i>% change year-on-year</i>	-	8.4%	9.6%	10.4%	7.7%

Source: adapted from Key Note / Market Assessment International

Exhibit 5

Expected Growth of Advertising Expenditure 1999-2004 (UK)

	1999	2000	2001	2002	2003	2004
Total % growth	12%	12%	13%	14%	14%	15%
Advertising % by type						
Television	28%	28%	29%	29%	29%	29%
Direct mail	12%	13%	13%	14%	14%	15%
Press, classified	24%	23%	23%	22%	22%	21%
Press, display	28%	28%	26%	26%	26%	25%
Other	8%	8%	9%	9%	9%	10%
Total	100%	100%	100%	100%	100%	100%

Source: Market Assessment International

Exhibit 6

Market Research and Advertising Agencies in the UK by Turnover (1999)

(£000)	Market Research Agencies		Advertising Agencies	
	Number of businesses	%	Number of businesses	%
1-49	305	20.2%	2,485	22.2%
50-99	315	20.9%	2,050	18.3%
100-249	330	21.9%	2,250	20.1%
250-499	195	12.9%	1,205	10.7%
500-999	150	9.9%	920	8.2%
£1m-£5m	170	11.3%	1,965	17.5%
Over £5m	45	3.0%	340	3.0%
Total	1,510		11,215	

Source: adapted from Key Note / Market Assessment International / Business Monitor PA1003 / CSO

Exhibit 7

Rationale for Agency Selection (1999)

Factors ranked top or second out of 10

1 Creativity	60.0%
2 Value for money	59.3%
3 Understand client & their business	48.0%
4 Quality of account management	43.3%
5 Media planning/buying	35.4%
6 Marketing strategy	33.3%
7 Attentive and adaptable	26.7%
8 Financial stability	21.3%
9 Offices outside the UK	4.7%

Source: adapted from Market Assessment International / Marketing Week

Exhibit 8

Main Interview Methods used by UK Market Research Agencies by Revenues (1998)

Interview Method	Revenues (£m)	%
Retail audit	69.6	8.6%
Consumer panel	47.8	5.9%
Discussion group	108.5	13.4%
Depth interviews	49.3	6.1%
Hall/Central location tests	83.5	10.3%
Street interviews	9.7	1.2%
Other face-to-face interviews	152.8	18.9%
Telephone interviews	167.9	20.7%
Mystery shopping	24.2	3.0%
Other observation	1.9	0.2%
Postal/self completion	67.1	8.3%
Other method	27.9	3.4%
Total	810.2	100.0%

Source: Key Note

Exhibit 9

Main Areas of Expertise of UK Market Research Agencies (1999)

Area of Expertise	Number of agencies with expertise in this area	%
Qualitative research	619.0	74.8%
Focus groups	587.0	70.9%
Quantitative research	513.0	62.0%
In-home interviews	307.0	37.1%
Hall tests	260.0	31.4%
Desk research	252.0	30.4%
Paper-based personal interviewing	243.0	29.3%
Paper-based telephone interviewing	231.0	27.9%
Postal research	227.0	27.4%
Questionnaire design	221.0	26.7%
Tabulation and analysis	203.0	24.5%
Computer-aided telephone interviewing	161.0	19.4%
Street interviews	160.0	19.3%
Observation	136.0	16.4%
Coding and data entry	118.0	14.3%
Mystery shopping	117.0	14.1%
Modelling/simulation	109.0	13.2%
Continuous/panels	108.0	13.0%
Internet surveys	84.0	10.1%
Computer-aided personal interviewing	79.0	9.5%
Omnibus surveys	51.0	6.3%

Source: Key Note based on *The Research Buyer's Guide, 1998/1999*

Exhibit 10

‘Top Agencies’ by Reputation (1999)

Advertising Agencies	Creative Agencies
1 JWT	1 BBH
2 BMP/DDM	2 BMP
3 McCann Erickson	3 AMV
4 AMV/BBDO	4 HHCL
5 Ogilvy & Mather	5 TBWA
6 Saatchi & Saatchi	6 M&C Saatchi
7 Bartle Bogle Hegarty	7 McCann Erickson
8 M&C Saatchi	8 St Lukes
9 WWAV Rapp Collins	9 JWT
10 Rainey Kelly	10 Saatchi & Saatchi
11 Young & Rubicam	11 WCRS

Source: Market Assessment International / Marketing Week

Exhibit 11

Top Ten Global Agencies by Gross Income

Group	\$m	Nat	Main UK Office
1 Omnicom	4,812	US	AMV/BBDO, TBWA, DDB
2 Interpublic	4,304	US	McCann Erickson, APLintas
3 WPP	4,156	UK	JWT, Ogilvy & Mather
4 Dentsu	1,786	Jap	CDP
5 Young & Rubicam	1,660	US	Rainey Kelly, Y&R
6 Havas	1,298	Fra	Euro RSG
7 True North	1,242	US	FCB, Bozell,
8 Grey	1,240	US	Grey
9 Leo Burnett	950	US	Leo Burnett
10 Publicis	930	Fra	Publicis

Source: AA / Market Assessment International

Exhibit 12

Major Groups (1998)

Group Structure	Main UK Office
WPP	
Advertising agencies	Ogilvy & Mather, JWT
Media	Mindshare
Direct marketing	RTC Direct, Ogilvy One
PR	Hill & Knowlton, Ogilvy Public Relation
Sponsorship	PRISM
Market Research	Kantar Group; Millward Brown, etc.
Other	The Henley Centre, CommonHealth, Enterprise IG, etc.
UK Turnover	1998: £902m out of total £8.0bn
Omnicom	
Advertising agencies	BBDO, AMV, DDB, TBWA, Maher Bird, Simons Palmer, Griffin Bacal
Direct marketing	WWAV Rapp Collins
PR	Fleishman Hillard
Other	Interbrand
UK Turnover	1998: £464m out of total £4.09bn
MacManus	
Advertising agencies	DMB&B
Media	Televest
PR	Manning Selvage & Lee
Other	Medicus Group, Blue Marble
UK Turnover	-
Interpublic	
Advertising agencies	McCann Erickson, Ammirati Puris Lintas, Lowe, Kelly, Weedon Shute
Media	Universal McCann, Western International, Initiative
Direct marketing	Draft Worldwide
UK Turnover	1998: £388m out of total £3.08bn
Young & Rubicam	
Advertising agencies	Young & Rubicam, Rainey Kelly
Media	Media Edge
Direct marketing	Wunderman Cato Johnson
PR	Burson Marsteller
Other	Landon Associates
UK Turnover	-
Havas/Eurocom RSCG	
Advertising agencies	Euro RSCG
Media	Communication Interactive
PR	Biss Lancaster
Other	ER Healthcare
UK Turnover	1997: £409m out of total £2.71bn

Source: *Market Assessment International*

Exhibit 13

Key Buyers of Market Research by Sector (1997)

Sector	Revenue (£000)	% Change 1996-1997
Food and soft drinks	65,111	4.2%
Media	39,873	1.3%
Financial services	39,717	18.4%
Public services and utilities	36,962	5.3%
Health and beauty	34,883	18.3%
Pharmaceuticals	32,982	10.3%
Vehicle manufacturers	32,883	19.9%
Business and industrial	29,490	14.8%
Retailers	29,669	14.3%
Government and public bodies	21,130	2.2%
Alcoholic drinks	19,143	17.5%
Household products	17,663	7.5%
Travel and transport	16,015	9.2%
Advertising agencies	8,211	-18.4%
Sub-contracted from other marketing agencies	6,861	6.3%
Oil	6,405	7.0%
Household durables	4,814	-5.0%
Tobacco	3,303	20.6%
Other consumer	16,215	43.7%
Other direct clients	41,070	20.9%
Total	502,400	

Source: Key Note / AMSO data

Exhibit 14

Top 10 Advertisers (1998)

	Company	Sector	£m
1	BT	Telecoms	105.4
2	P&G	Detergents, personal care	100.1
3	Vauxhall Motors	Cars	83.7
4	Ford Motor Company	Cars	81.5
5	Renault UK	Cars	80.5
6	Kellogg Company	Cereals	67.1
7	Elida Fabergé (Unilever)	Personal care	63.1
8	Central Office of Information	Government	59.3
9	L'Oréal	Personal care	58.2
10	Mars Confectionery	Confectionery	54.1
	Total		753.0

	Brand	Sector	£m
1	McDonald's	Fast food	42.6
2	Mercury One2One	Telecoms	29.5
3	Sainsbury's	Food retail	23.3
4	DFS	Furniture retail	22.0
5	Rover	Car	20.9
6	Coca Cola	Soft drink	20.2
7	Sky Digital	Broadcast	19.2
8	Renault Clio	Car	18.0
9	Currys	Electrical retail	17.7
10	Tesco	Food retail	17.4
	Total		230.8

Source: adapted from Market Assessment International / AA / IPA

Exhibit 15

Leading Newspaper Groups

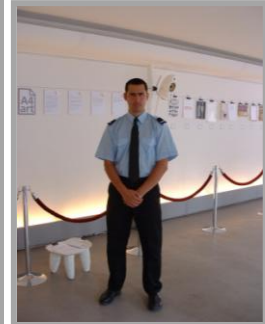
News Corporation	The Sun, The Times, The Sunday Times
Daily Mail & General Trust	Associated Newspapers, Daily Mail, Mail on Sunday
United News & Media	Express Newspapers
Telegraph Trust (private)	Daily Telegraph, Sunday Telegraph
Independent News & Media	The Independent, Independent on Sunday
Portsmouth & Southern	Leading group of regional newspaper holdings

Source: Market Assessment International

Exhibit 16

Visual of A4Art Exhibitions

Amsterdam, The Netherlands
(2002)



Buenos Aires, Argentina
(2003)



London, UK
(2004 and 2009)



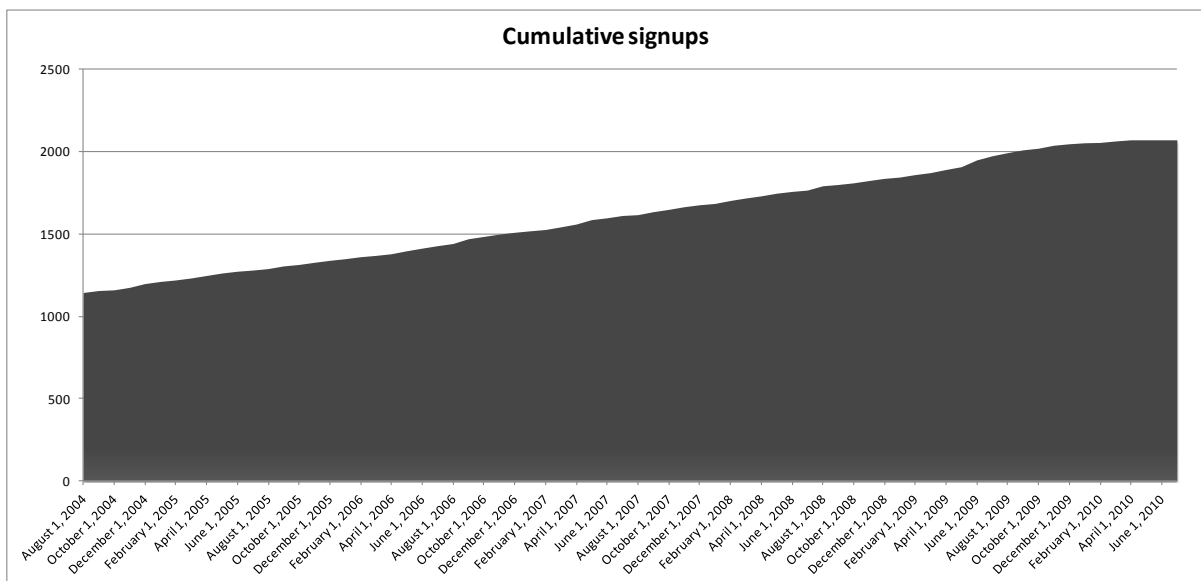
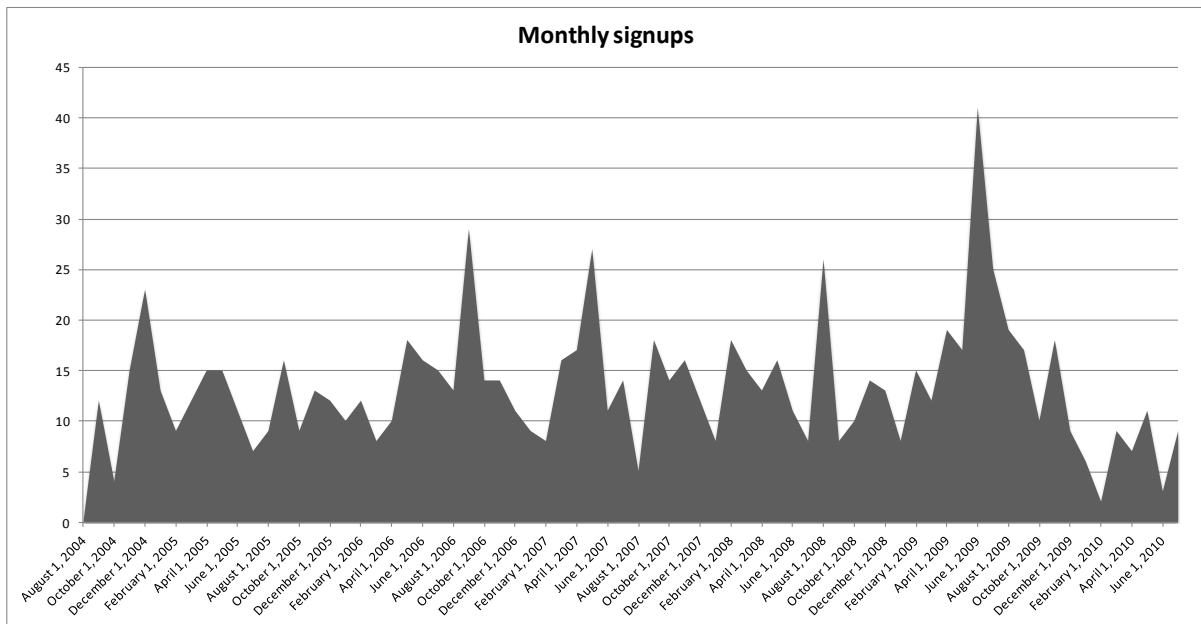
Chongqing, China
(2008)



Source: Sense Worldwide

Exhibit 17

The growth of The Sense Network



Source: Sense Worldwide

Exhibit 18

Visuals of selected Sense Worldwide network initiatives



Source: www.senseworldwide.com

Exhibit 19

Sense Worldwide Tool Kit



The Sense approach

At Sense Worldwide our approach to finding the initial ‘right questions’ in any project involves three core activities:

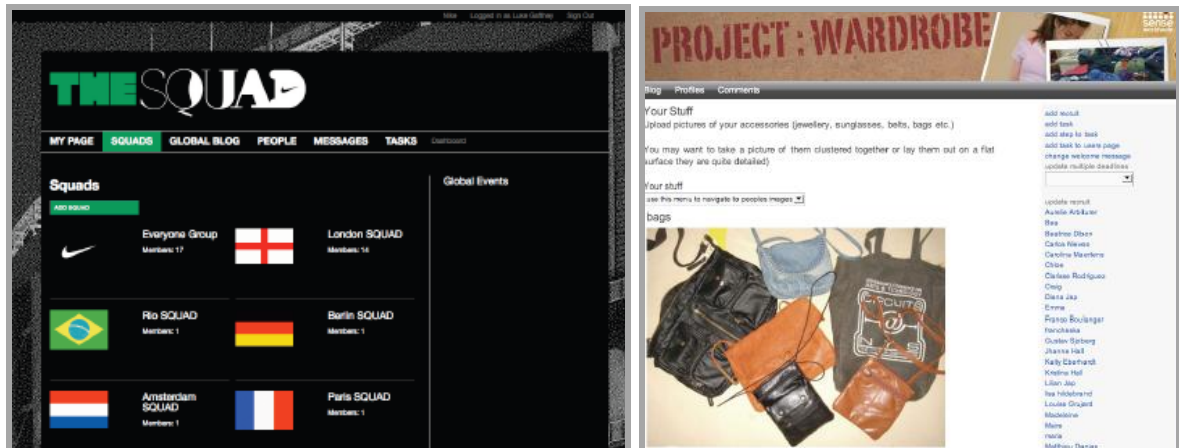
- First we look at the background and landscape surrounding the business challenge in order to understand what has come before. This allows the project to utilise and build upon existing knowledge internal to the business by reviewing all current research in the first instance. We call this stage a **Research Amnesty**.
- Second we examine the scope of the project, asking the dumb and difficult questions in order to uncover and challenge any assumptions, hunches or hypotheses that we or other business stakeholders might hold. This often takes the form of a **Scoping Session**.
- Third we look outside ourselves, bringing in thoughts and ideas from various external sources and tapping into our own **Sense Network** to get a fresh perspective. The value of this stage lies in the spontaneous responses that help challenge and reframe the original questions. This might be done through a mini brainstorm or via a quick online questionnaire.

Source: Sense Worldwide (2009). The Spirit of Co-creation. White Paper.

Exhibit 20

Visuals of Sense Worldwide online communication tools

CCNT



FYI



Source: Sense Worldwide; www.marketingmagazine.co.uk